

Mondelland

etiquette

Or: Advice from a Kather-
pillar

By Katherine Shelton

About-face

*T*HE purpose of this book is to know when to do the right thing or the left thing in any social, emotional, or mental position in which you might find yourself.

The author found an unfortunate want of this text. For over one hundred and fifty years, travelers have come to Wonderland without any clue of its rules. The consequence of rule-breaking here might not be as great as England, but serious or not, it is never pleasant to hear a Queen ask for your head.

Contents

This book starts at the beginning and goes on until the end.
After which, it is advisable to stop.

1

If you want to keep your little sister engaged with the text and not pondering daisy-chains, it is best to supply her with suitable reading material. Books that have neither pictures or conversations are too dull to look at.

2

While falling for a very long while and finishing orange marmalade, it is best to remove the label before leaving it so as not to give others false hope.

3

If you find yourself facing the decision of whether or not to drop an item from a great height in a peculiar rabbit hole, you'll likely find that stronger relationships are formed when you do not kill others.

4

If you should fall clear to the other side of the world through a deep, long-lasting rabbit hole, is best not to ask where you are-- for doing contrariwise will undermine the whole reason signs were invented and the whole reason you learned to read.

5

When wanting to travel through small doors, do not attempt to send your head someplace without your shoulders. It shan't get very far; and if it does, it is doubtful that you will enjoy the experience.

6

When bottling poison and leaving it on a glass table, one must *always* label the contents. Poison does agree with so few people, after all.

7

If you left a shrinking potion on that glass table instead of poison, do ensure that the potion has limitations. Nobody wants to learn what the doused flame of a candle feels like.

8

Even if you have grown exponentially from eating a cake, it is inadvisable to lose contact with your feet. Even if postage gets expensive as you grow, this is a relationship you never want on the wrong foot.

9

Speaking of altering size (whether through cakes or mushrooms), be wary of your appearance. Tall persons should avoid excess crying: you are likely to drown someone with your tears and most people do not appreciate that. It's no use contradicting someone who thinks you are a predator-- the politest thing to do is leave. Likewise, if a dog is towering over you, you ought to treat it differently than an average-sized-little girl might. Additionally, when finding yourself enormous, do not bother trying to speak to rodents, such as rabbits or mice or guinea pigs. You will frighten them and frightfulness-- in yourself or others-- is not particularly mannerly.

10

It is advisable to write down who you are prior to entering and then to keep amending as you change. You will change so very often, it can be difficult to keep track of. If you run out of ink or misplace your pen, you might write with your finger, a habit donned by lizards named Bill. But this will yield limited success.

11

There are few situations where it is acceptable to speak about cats, particularly if you are fond of the creatures. Whether your audience is rodents, birds, or a wary King, introducing a cat to the situation will not go well.

12

It is customary as a guest to have prizes at the ready, in case you should find yourself involved in any sort of drying exercise, like a caucus race.

13

There is no reason to overspeak in Wonderland. In fact, it is exceedingly boorish to adopt elongated, laborious vocabulary. Do not be a Dodo.

14

Do not laugh in the face of serious events. This should indeed be obvious, but what is odd to you might be sacred to another--such as gifting someone the thimble they already owned.

15

Do listen to all tails from mice, as long and sad as they might be.

16

When communicating with said mouse, be double-certain that you are understanding the correct homonym being used. Responding to another looks like downright nonsense.

17

Keeping track of personal items, or another person's-all items, is mannerly and might save lives! Collect white kid-gloves for rabbits in particular.

18

If you find yourself in a rabbit's house, be wary of bottles and cakes without instructions. Although it will always be interesting, that interest could end in a snapped neck, especially when drinking indoors. This is not a lovely sight to leave for your host to find. That said, if you *must* frighten your host, kindly aim to do so away from glass.

19

Try to maintain proper communication with your rabbit host. If you are stuck within a house because you have grown monstrously large eating a cake, everyone will want to help you out--particularly in ways that hurt no one!

20

Be ready to use your notes of who you are and who you're becoming when you meet a caterpillar-- but if you are not ready to answer the question, at least make up for the error by remaining patient with the asker.

21

Be mindful of your thoughts in Wonderland. Like whispers, some might hear them better than others. Try not to be rude in your head. The caterpillar will know.

22

Although in England it is considered good practice to always knock, you must think critically of its use in Wonderland. If there is a ruckus in the house from a cook, Duchess, and infant, and if there is a frog footman on the side of the door you are on, knocking might not get you anywhere.

23

In general, it is good to accept the "truth" of what a Duchess tells you. You will either learn or know you are wiser. But she need not know if it's the latter. No one likes to feel underwise. The exception to this rule is if their logic will hurt you or another. Even so, it is more polite to quietly steal the abused baby than to directly confront the Duchess.

24

Even though cats are often disliked-- or perhaps because of it-- you'll find that should you treat a friendly-looking Cheshire Cat with respect, you are sure to make a friend.

25

Some Cheshire Cats have found that accepting the inherit madness of dreaming opens it up to deliberate magical properties. You might also gain this ability. You might disappear and reappear, or you might grow without treats, or shuffle a difficult stack of cards. Use this selectively; too much is practically bragging and thus impolite. And, when using dream-magic, comply to requests. There's no need to vanish quickly, and you might just make someone's day with a single grin!

26

Time can be fickle. Treat him like royalty and he should not work against you or, worse, snub you altogether into perpetual teatime.

27

Although it's just darling to offer wine to guests, make sure you have the wine you are offering on your table for tea. In short, be civil.

28

Refrain from personal remarks. But do expect to hear them from Hatter or March Hares. It's best to lead by example. If you embarrass someone by chastising them, they are bound to turn your words against you sooner or later.

29

Practice these good tea-manner: do say what you mean. It's more helpful than meaning what you say. Similarly, if you don't think, there's not much value in talking.

30

If you can remember to bring a functioning watch, particularly one with the date, you might find someone in desperate need of it. Even the very best butter might not fix the gears in a Hatter's watch.

31

You'll find there's not a lot of point in trying to win games, like croquet with the Queen. Instead, enjoy the company, conversation, mayhem, and fun. Do not feel bad for not prioritizing the game itself. It's perfectly healthy to not enjoy playing with living things (flamingoes, hedgehogs, and cards) as tools.

32

It is difficult to thrive in society while looking foolish. As such, here are some tools to help you avoid looking stupid. When possible, do practice demonstrating your intellect while alone; it can be frightful to find yourself saying the complete wrong thing to someone who nose more. Do have more than one way of handling your problems; someone or something is bound to come along that will render your tactic useless (like a bodyless cat that needs to be beheaded).

33

If at all possible, avoid those spices that rile your temper. If your cook is too fond of pepper, try your best to manage the chaos. Consider adding more sweet things to your diet to balance your mood.

34

Although a Duchess' sharp chin is a nuisance, it is most polite to ignore it.

35

You might find helping Duchess' find morals will increase general morale. Some people are quite fond of inventing reason where it doesn't belong.

36

But also be aware that a Duchess will not take well if you think too deeply. It can interrupt the flow of idle conversation.

37

Although it is common knowledge that no one will truly be beheaded, it is most polite to react with fear-- especially if the queen is present. The same can be said for a Mock Turtle fancying it's sad; that is, the nicest way to interact with Wonderlandians is to follow suit with whatever they are projecting.

38

I cannot stress enough that one of the rudest things you can do is to interrupt a Gryphon or Mock Turtle with a dull, simple question. This is tricky, because Wonderlandians have a different sense of these things. In general, if something strikes you as odd, think back to the last thing said and imagine if there is a pun to be made from it. If so, that is likely the "obvious" answer.

39

Unlike in England, you will find it rare to receive proper invitations. This includes anything from royal parties to a court summons. As such, it is best to keep walking until you get somewhere interesting.

40

In the event you have knocked people over on the jury bench, try to right them. In the event that you right them *leftly* (by leaving them upside down) do try to re-right them.

41

Care not to grow up too fast in Wonderland. You'll squeeze whoever you're next to and it is unpleasant to be crushed.

42

All persons more than a mile high to leave the court.

-This last added by the King of Hearts